

Kingdo Field Rules

Three players per team. Each player controls two Kingdo monsters.

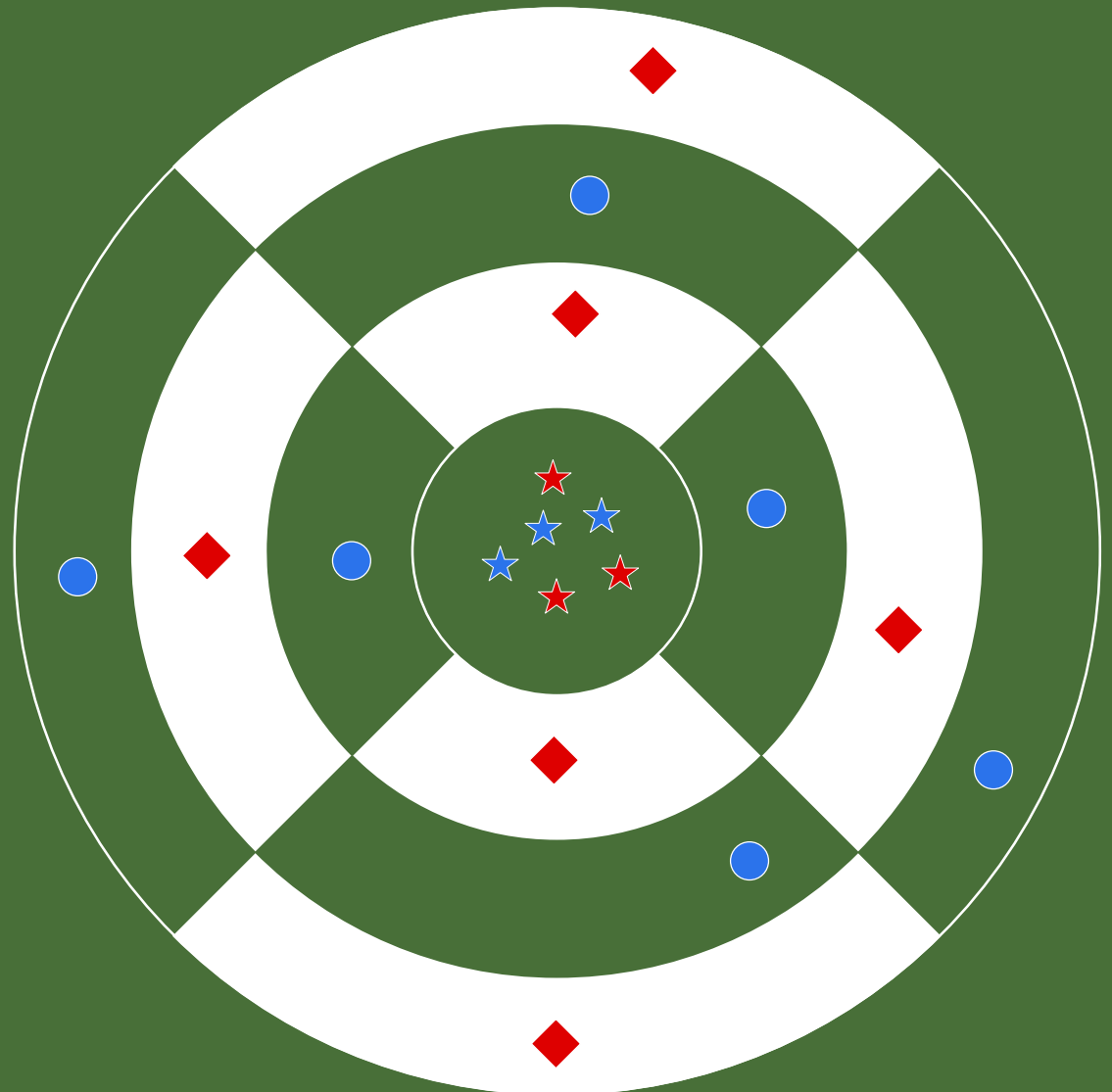
The field has three rings, each divided into four quarters, alternating green and white. One team places a Kingdo in each white quarter, the other in green. Human players stand in the center and yell orders at their Kingdo. They never enter the rings or physically interact with the Kingdo or the Nug.

SCORING: To score, Kingdo must move the ball (the "Nug") from the inner ring to the middle to the outer and then all way back again, or the reverse, outer to inner and back. One of your team's Kingdo must have possession in each ring in order for it to count. If you lose possession, you must move the Nug to the outer or inner ring to start a new scoring run.

PLAY: When passing the Nug to another ring, it can only be moved to a quarter of the same color (white to white, green to green). Kingdo must stay in their starting ring but can move across quarters in that ring freely. Human players never leave the center, and only shout orders to their Kingdo.

The challenge for players is strategy, team coordination, and just getting the Kingdo to do what they say in a timely fashion. Kingdo are trained to stay in their ring, but otherwise don't know the rules. Bad games run amuck, with Kingdo breaking rules, doing shenanigans, or just sitting around eating grass.

Now let's all go out and have good clean fun!



● ◆ Kingdo-monsters ★ ☆ humans